

Amendments to the Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

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Claims 1-18 and 20-25 remain in this application. Claim 8 has been withdrawn. Claim 19 has not been entered.

10 **Listing of Claims:**

Claim 1 (original): A method for playing a sport-related board game wherein:

- a. after a play is called, dice are repeatedly rolled, continuing through at least two sub-plays, until one side wins the play.

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Claim 2 (original): A method for playing a sport-related board game wherein:

- a. Two opponents commit secretly to a strategy, as by placing cards face down;
- b. Said two opponents roll dice;
- c. Said two opponents reveal their strategy, as by turning their cards face up;
- 20 d. Some combination of the results of steps b. and c. determine which of a multiplicity of result charts to consult; and,
- e. Some combination of the results of steps b. and c. determine which of a multiplicity of results in said consulted chart is the result actually determined.

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25 Claim 3 (original): A method for playing a sport-related board game as in claim 1, between two teams, wherein:

- a. a first team establishes an initial configuration on said board at a fixed position;

b. a second team establishes an initial configuration on said board at a position of their choosing;

c. said first team starts a first clock;

d. said first team rolls a first set of dice;

5 e. a second team rolls, effectively simultaneous with step d, a second set of dice;

f. said initial configuration between the two teams is modified as a result of comparing the results of steps d and e;

g. for at least one additional iteration both teams continue to roll their respective sets of dice;

10 h. iterations of step g continue until one of a set of conditions is achieved from the set consisting of:

h1. said first team rolls higher than said second team; and,

h2. said second team rolls has achieved accumulated rolls that comprise a threshold determined by subtracting their initial configuration from a set configuration.

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Claim 4 (original): A method for playing a sport-related board game as in claim 3

wherein, in addition:

i. said first clock is stopped, triggering the start of a second clock; and,

20 j. if said second team does not achieve a return action within a pre-determined period on said second clock, a positional penalty is meted out.

Claim 5 (original): A method for playing a sport-related board game, as in claim 3,
wherein:

- a1. if said initial configuration of said second team, established in step b, coincides
with said first roll by said first team, established in step d, said second team is
5 afforded the opportunity of rolling a set of dice for each group of ten markings
between their initial configuration and the opposite teams end marking, prior to
said first team being permitted to roll again.

Claim 6 (original): A method for playing a sport-related board game wherein:

- 10 a. general play progresses by players taking turns, rolling dice, and taking actions
as a result of said rolls; and,
- b. occasional special circumstance play proceeds where one player monopolizes
play, repeatedly taking turns, rolling dice, and taking actions as a result of said
rolls, until some predetermined event occurs.

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Claim 7 (original): A method as in claim 6, wherein step b. further comprises:

- a. a first set of at least one die is rolled to establish an odd or even toggle value;
- b. a second set of at least one die is rolled and either matches or does not match the
parity of the toggle value;
- 20 c. in the event of a match, play ends; and,
- d. in the even of a mis-match:
 - i. the parity of the toggle value is reversed;

- ii. the rolling party receives a penalty; and,
- iii. play iterates from step b.

Claim 8 (withdrawn): An integrated clock device to be used with a consumer sports-

5 related board game comprising:

- a. a first game clock of long duration;
- b. a second countdown play clock of short duration;
- c. a switching first mechanism that starts the game clock and resets the play clock;
- and,
- 10 d. a second switching mechanism that stops the play clock and restarts the game clock.

Claim 9 (original): A method as in claim 4 comprising, in addition:

- a. the use of a first game clock of long duration;
- 15 b. the use of a second countdown play clock of short duration;
- c. the use of a switching first mechanism that starts the game clock and resets the play clock; and,
- d. the use of a second switching mechanism that stops the play clock and restarts the game clock.

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Claim 10 (original): A method as in claim 1, wherein said sport is football.

Claim 11 (original): A method as in claim 2, wherein said sport is football.

Claim 12 (original): A method as in claim 3, wherein said sport is football.

5 Claim 13 (original): A method as in claim 4, wherein said sport is football.

Claim 14 (original): A method as in claim 5, wherein said sport is football.

Claim 15 (original): A method as in claim 6, wherein said sport is football.

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Claim 16 (original): A method as in claim 1, wherein said sport is soccer.

Claim 17 (original): A method as in claim 6, wherein said sport is soccer.

15 Claim 18 (original): A method as in claim 1, wherein said sport is golf.

Claim 19 (not entered).

Claim 20 (original): A method as in claim 6, wherein said sport is golf.

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Claim 21 (original): A method as in claim 2, wherein said sport is baseball.

Claim 22 (original): A method as in claim 6, wherein said sport is basketball.

Claim 23 (original): A method as in claim 6, wherein said sport is hockey.

5 Claim 24 (original): A method as in claim 1, wherein said sport is boxing.

Claim 25 (original): A method as in claim 1, wherein said sport is racing.